

CLAIMS

1. A method, comprising:

receiving one or more information attributes to be applied to an object;

determining if the one or more information attributes are in contention with one or

more geometry attributes of the object; and

when the one or more information attributes are in contention with the one or more

geometry attributes, modifying the one or more geometry attributes to reduce

the contention with the one or more information attributes.

2. The method of claim 1, wherein the contention between the geometry

attributes and the information attributes is reduced without modifying the

information attributes.

3. The method of claim 1, wherein the modified one or more geometry attributes

are proportional with the one or more information attributes.

4. The method of claim 1, wherein the geometry attributes are derived from the

object.

5. The method of claim 1, wherein the geometry attributes are derived from an

input image of the object.

6. The method of claim 1, further comprising:

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combining the modified geometry attributes and the information attributes to form a texture map.

7. A computer readable medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising:
 - receiving one or more information attributes to be applied to an object;
 - determining if the one or more information attributes are in contention with one or more geometry attributes of the object; and

when the one or more information attributes are in contention with the one or more geometry attributes, modifying the one or more geometry attributes to reduce the contention with the one or more information attributes.
8. The computer readable medium of claim 7, wherein the contention between the geometry attributes and the information attributes is reduced without modifying the information attributes.
9. The computer readable medium of claim 7, wherein the modified one or more geometry attributes are proportional with the one or more information attributes.
10. The computer readable medium of claim 7, wherein the geometry attributes are derived from the object.

11. The computer readable medium of claim 7, wherein the geometry attributes are derived from an input image of the object.
12. The computer readable medium of claim 7, further comprising:
combining the modified geometry attributes and the information attributes to form a texture map.
13. A system, comprising:
a processor;
a memory coupled to the processor;
a storage device coupled to the memory and the processor, the storage device comprising:
a geometry modifying code to modify one or more geometry attributes of an object to create new geometry attributes that reduce contention with one or more information attributes of the object; and
a texture map generating code to combine the new geometry attributes with the one or more information attributes to create a texture map to be applied to the object.
14. The system of claim 13, wherein the storage device further comprising:
an information attribute receiving code to receive the information attributes to create the texture map.

15. The system of claim 13, wherein the geometry modifying code modifies the one or more geometry attributes of the object to preserve informative content of the information attributes.
16. A graphics pipeline apparatus, comprising:
 - a geometry modifier operable to modify one or more geometry attributes of an object to create new geometry attributes that reduce contention with one or more information attributes of the object; and
 - a texture map generator operable to combine the new geometry attributes with the one or more information attributes to create a texture map for the object.
17. The apparatus of claim 16, further comprising:
 - an information attribute receiver operable to receive the one or more information attributes to create the texture map.
18. The apparatus of claim 17, wherein the information attribute receiver includes an attribute separator to separate the information attributes from background attributes.
19. The apparatus of claim 16, wherein the geometry modifier modifies the one or more geometry attributes of the object to preserve informative content of the information attributes.

20. An apparatus comprising:

means for modifying at least one geometry attribute of an object to preserve
informative content of one or more information attributes; and

means for forming a texture map using the modified geometry attribute and the
one or more information attributes.

21. The apparatus of claim 20, further comprising means for receiving the one or
more information attributes.

22. The apparatus of claim 20, wherein the informative content of the one or more
information attributes is preserved by reducing contention between the geometry
attribute and the one or more information attributes.